

Feuilles d'automne

atelier de programmation

par

Cara Van



Crédits

<https://www.teacherspayteachers.com/Store/P4-Clips-Trioriginals>

<https://www.teacherspayteachers.com/Store/Prettygrafik>

<https://www.teacherspayteachers.com/Store/Violet-And-Thistle>

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<http://kimberlygeswein.com>



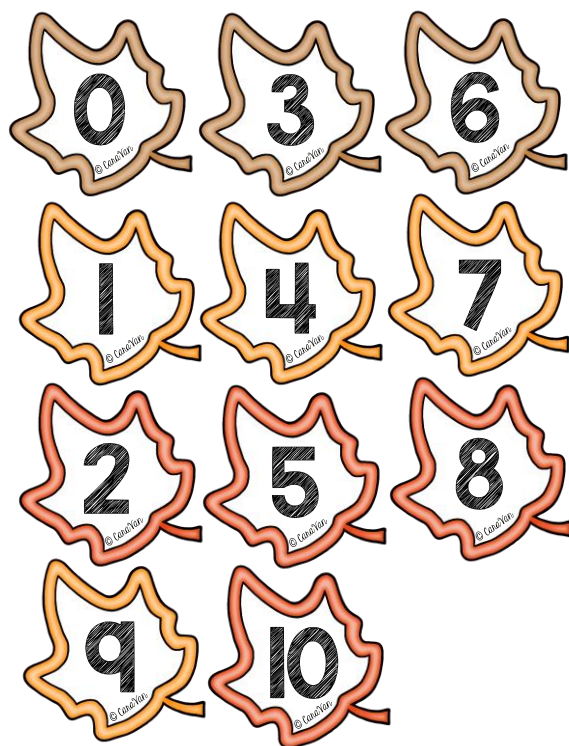


Sous les feuilles

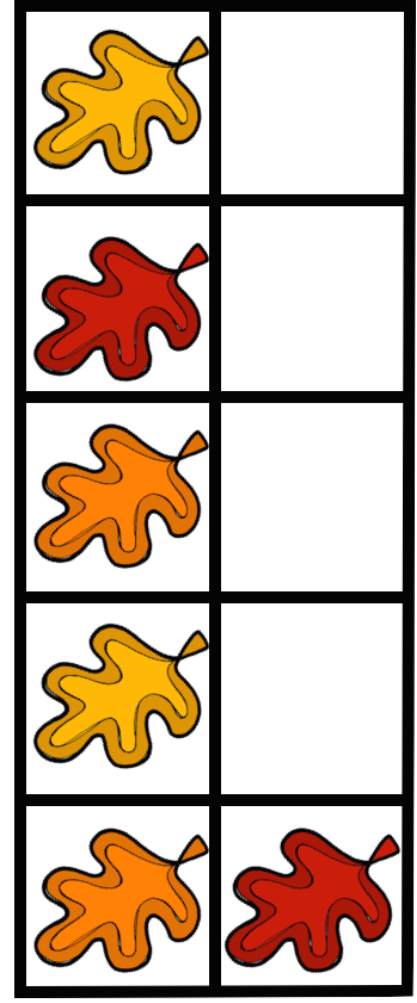
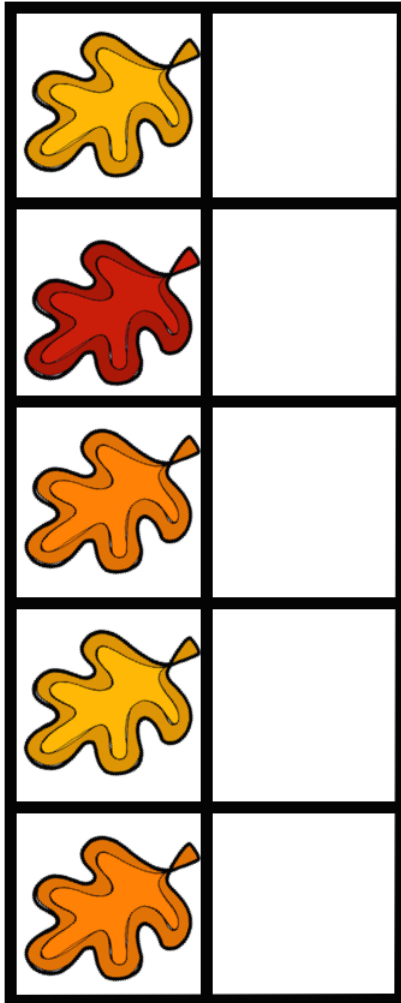
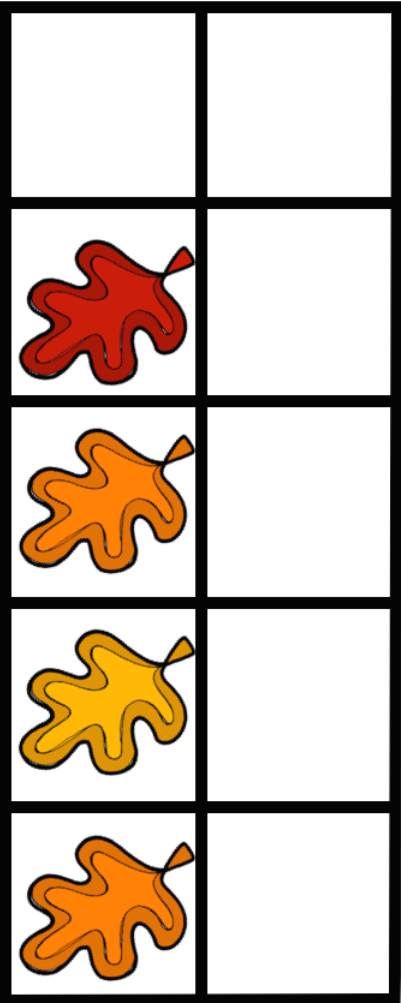
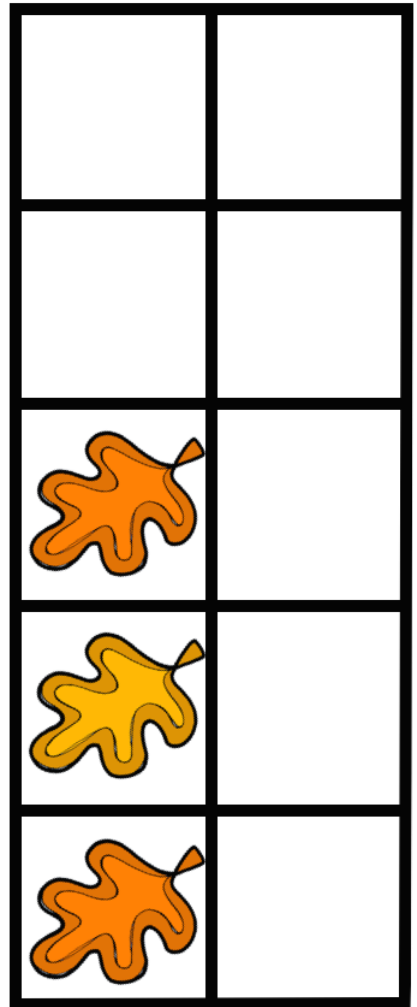
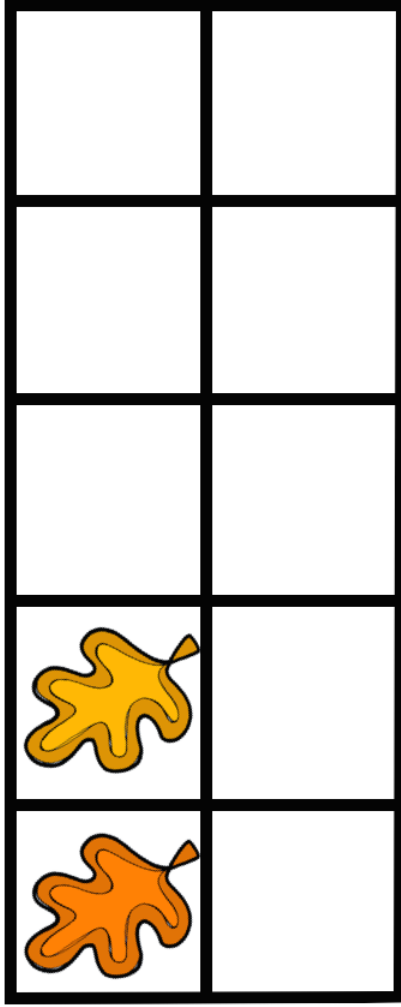
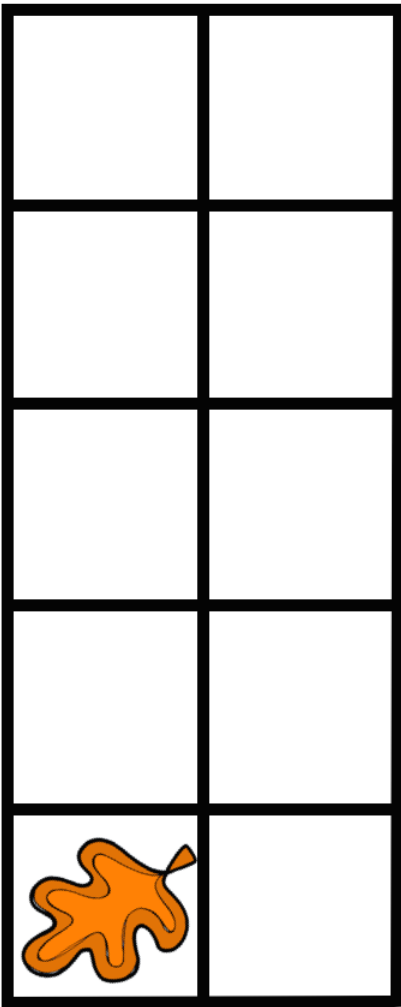


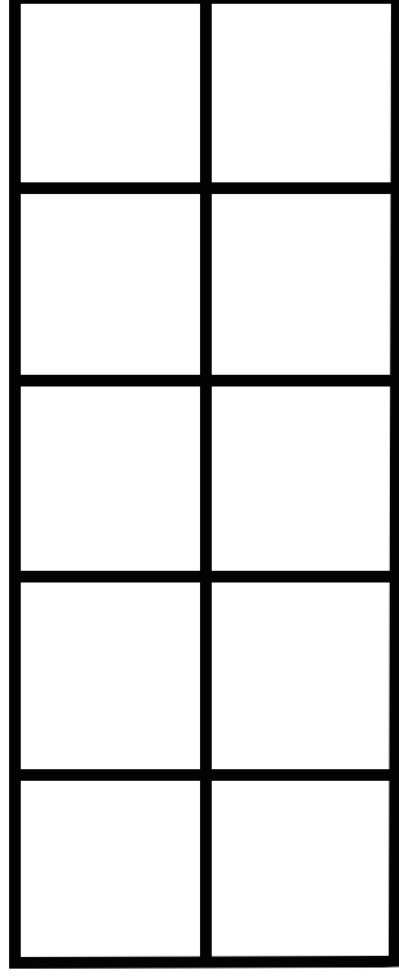
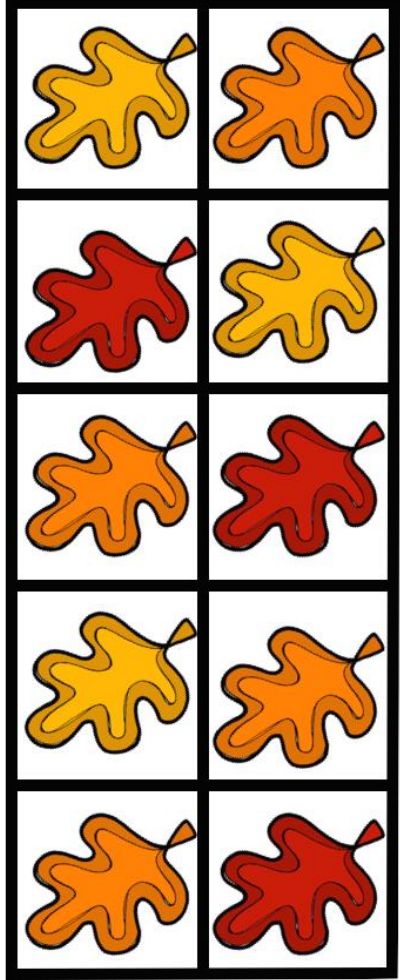
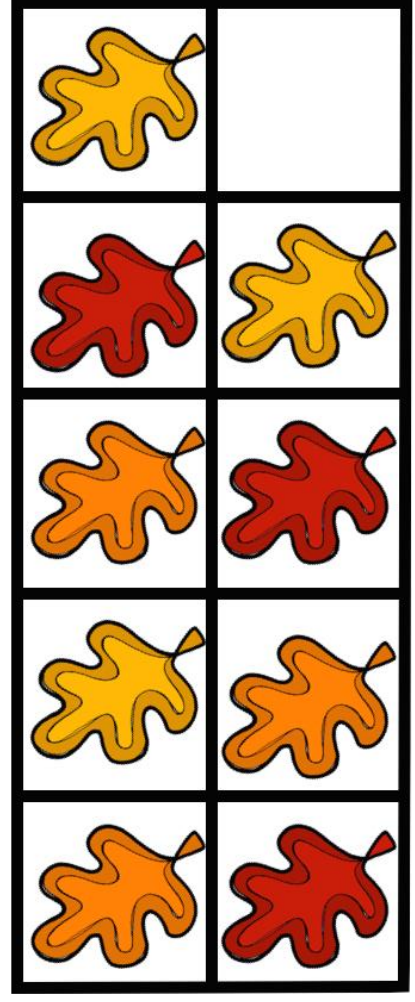
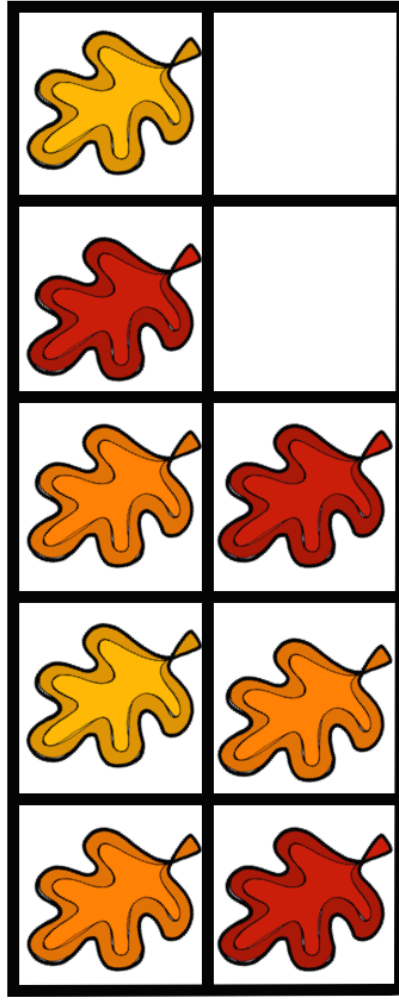
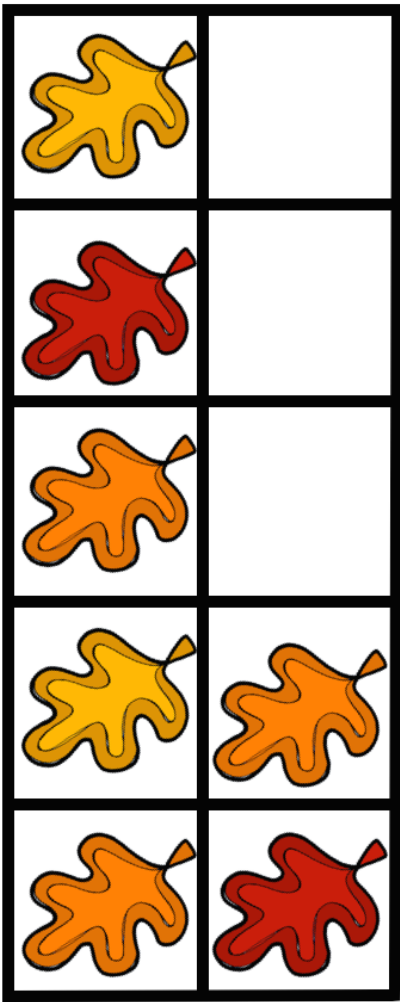
Consignes:

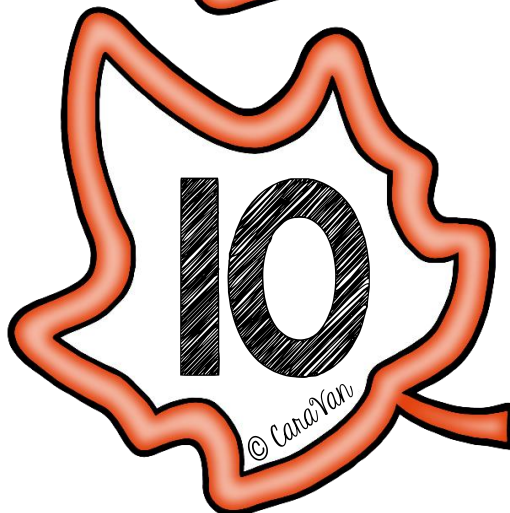
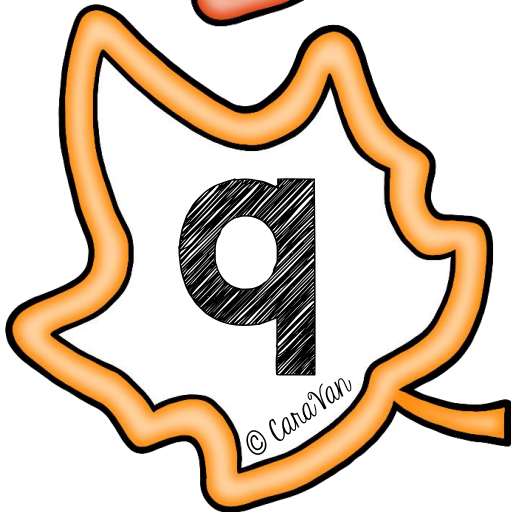
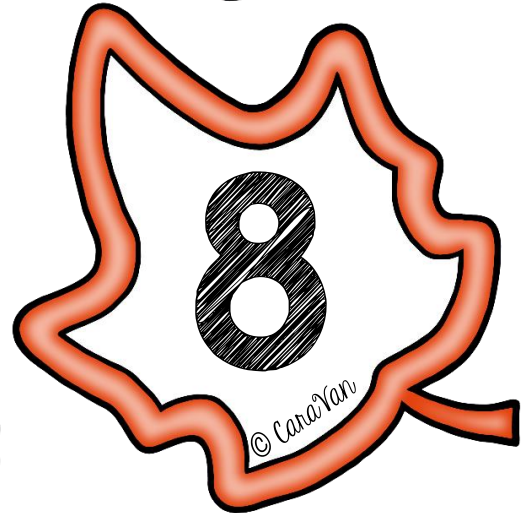
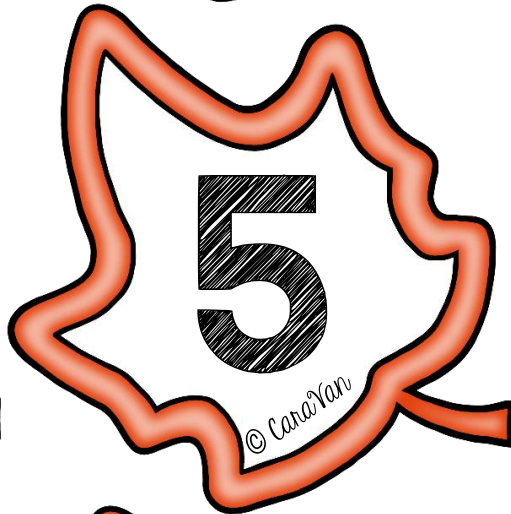
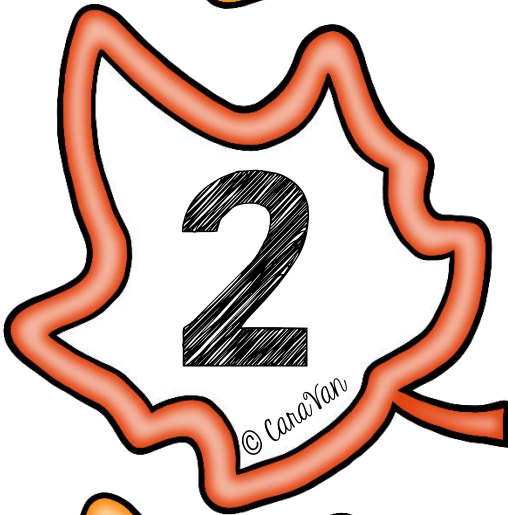
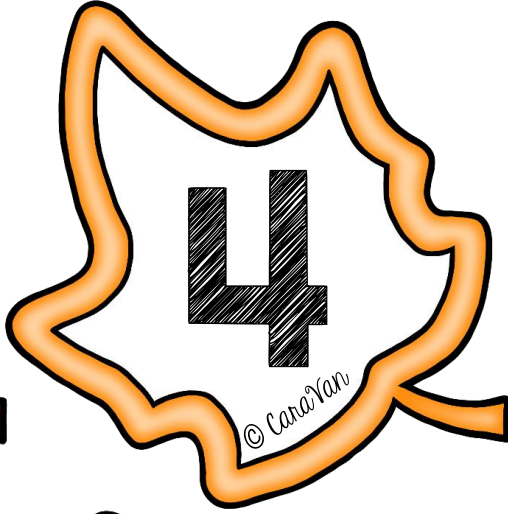
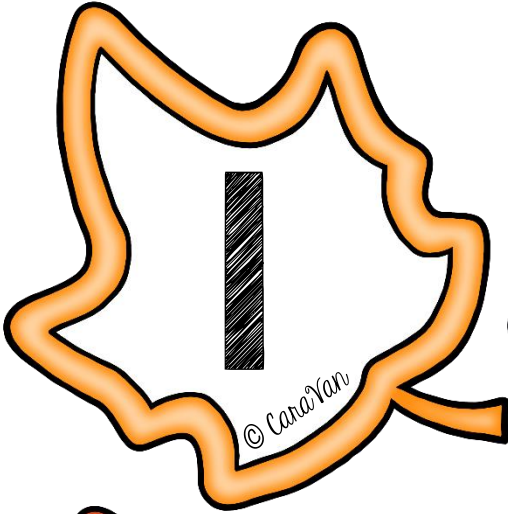
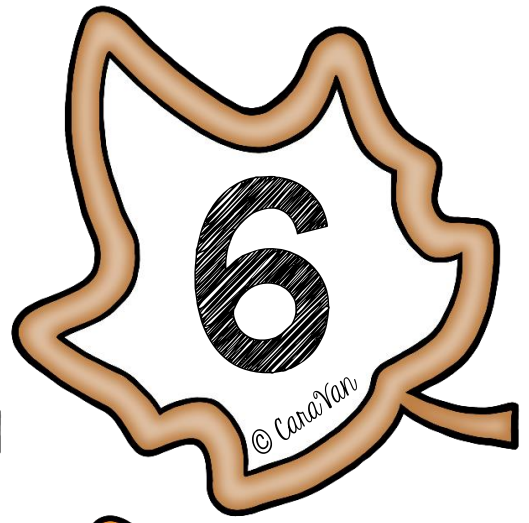
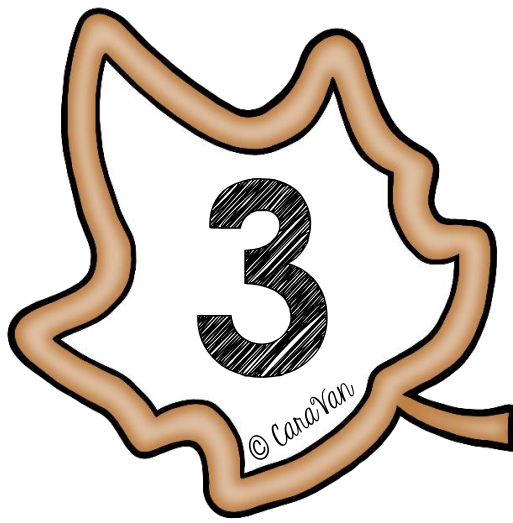
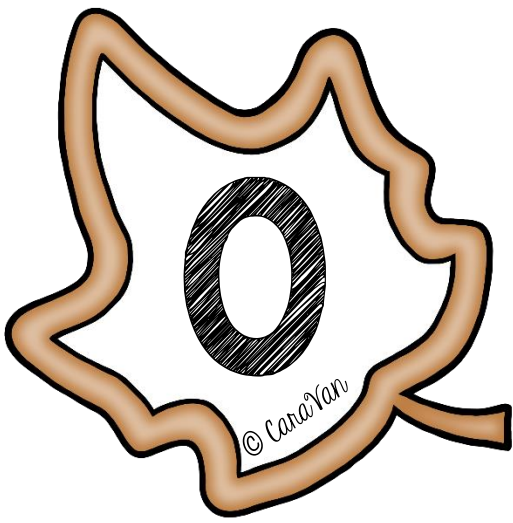
1. L'élève pige une carte-feuille (défi).
2. L'élève place Bee-Bot sur la case « arbre » (case départ).
3. L'élève programme Bee-Bot pour rejoindre la case contenant le bon nombre de feuilles tel qu'indiqué sur la carte-feuille.



* La disposition des images sur le tapis de jeu peut varier du modèle.









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Vive l'automne!

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